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Caerbannog (Mutated Rabbit Species)

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The **Caerbannog** also called a '**Death Rabbit**' is an escaped experimental species that originated from Rissberg Castle as part of one of the many Alzur experiments during the 10th century. The most intense rumors in the mage community consider them to be one of the many test animals used to test the mutations of witchers, more specifically, those of increased strength and speed.

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Death Rabbit

Taxonomy	
Monster Classification	• Dire creature
Domain	Eukaryota
Kingdom	Animalia
Phylum	Chordata
Class	Mammalia
Order	Lagomorpha

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Family	Leporidae
Genus	Oryctolagus
Species	Cuniculus Mortis
Related Species	• Frostbite Caerbannog • Poisonous Caerbannog • Nightstalker Caerbannog • Sandscraper Caerbannog • Cavern Caerbannog • Forest Caerbannog
Physiology	
Hide	Show White fur with blood stains around the mouth and paws
Eyes	Blood red fur
Main Use	Test subject from Rissberg
Other Uses	Biological weapon (some subspecies)
Ecology	
Lifespan	Roughly nine years
Intelligence	Clever
Nature	Vicious and bloodthirsty
Range	The Continent
Habitat	Varied (depends on the subspecies)
Diet	Carnivorous
Prey	• Humans
Predators	• Witchers

Physiology

Little differentiates a Death Rabbit from its non-mutated kin, they are slightly larger than their wild kin, are snow white in color save for their blood red eyes and blood stained mouth and paws.

The Death Rabbit's increased size and strength are believed to be a result of its mutation, allowing it to overpower its prey with ease. The blood red eyes and paws are likely a result of the genetic manipulation, and are thought to serve as a warning to potential predators of the creature's dangerous nature. The blood stained mouth is also likely a result of its carnivorous diet, as it is believed to be a fierce hunter and predator.

Abilities

- Enhanced strength and speed: Its mutation has resulted in increased strength and speed, allowing it to overpower its prey and outrun potential predators.
- Pack hunting behavior: Death Rabbits are known to hunt in packs, allowing them to take down larger prey through coordinated efforts and tactics such as diversion and ambush.
- Regenerative abilities: Death Rabbits possess the ability to heal quickly from injuries, making them even more difficult to take down in a fight.

- Camouflage: The snow white coloration of the Death Rabbit's fur provides camouflage in snowy or icy terrains, making it more difficult for prey and predators to spot it.
- Intimidation: The blood red eyes and paws, as well as the blood-stained mouth, are thought to serve as a warning to potential predators of the creature's dangerous nature.
- Intelligence: Death Rabbits are known to be intelligent creatures, with a strong pack mentality and the ability to coordinate their movements and hunting tactics.
- Adaptability: Death Rabbits have been known to eat a variety of food from small rodents to larger mammals, birds and even reptiles. They have also been known to scavenge carrion if hunting is scarce, making them adaptable to different conditions.
- Territoriality: Death Rabbits are known to be highly territorial and will fiercely defend their territory from intruders.

Behaviors

The Death Rabbit's pack hunting behavior is a unique adaptation that allows them to take down larger prey. They are known for their intelligence and coordination when hunting, using tactics such as diversion and ambush to outsmart their prey. They are also known to have a strong pack mentality, with the pack leader leading the hunt and coordinating the pack's movements.

Their pack hunting behavior also allows them to take on larger predators, as they are able to work together to defend themselves and their territory. They are known to be highly territorial, and will fiercely defend their territory from intruders.

Due to their small size, Death Rabbits are known to be opportunistic hunters, and will eat anything from small rodents to larger mammals, birds and even reptiles. They have also been known to scavenge carrion if hunting is scarce.

Another unique aspect of the Death Rabbit's physiology is their regenerative ability, they are able to heal quickly from injuries, making them even more difficult to take down in a fight. This is probably due to some veracity in the

aforementioned rumors.

Breeds with regular rabbits

Death Rabbits can breed with their non-mutated brethren even living amongst them without incident, even mating with them with only a fraction of the litter being Death Rabbits.

Predatory toward Humans

Unlike regular rabbits, Death Rabbits are highly aggressive and predatory towards humans and humanoids viewing them as food sources, with their speed they can easily launch themselves at the jugular vein to quickly kill their prey.

Subspecies

- The Frostbite Caerbannog: This subspecies is found in colder climates, and has adapted to survive in extremely low temperatures. It has thicker fur and a higher body fat content, which allows it to stay warm in freezing temperatures. It also has an increased resistance to frost, allowing it to move freely in snowy and icy environments.
- The Poisonous Caerbannog: This subspecies has been genetically modified to produce a potent venom, which it uses to incapacitate its prey. Its venom can also be used as a defense mechanism against predators.
- The Nightstalker Caerbannog: This subspecies is active at night, and has adapted to see in low light conditions. It has large, glowing eyes that allow it to see in the dark, and is known to be particularly stealthy and elusive.
- The Sandscraper Caerbannog: This subspecies is found in desert regions, and has adapted to survive in extreme heat. It has a thicker coat of fur to protect it from the sun, and is able to go long periods without water.
- The Cavern Caerbannog: This subspecies is adapted to live in underground caves, it has a smaller size, and has a thicker coat of fur to protect it from the cold underground. Its eyes adapted to low light conditions and it has a heightened sense of smell and hearing to navigate its underground habitat.
- The Forest Caerbannog: This subspecies is adapted to live in dense forests, it has a stealthy behavior and a keen sense of smell, allowing it to navigate the dense underbrush and hunt its prey. Its fur is darker in color, allowing it to blend in with its surroundings.

Hybrids

There are several known examples of Death Rabbit hybrids with rabbit relatives:

- The Snow Hare Caerbannog: This hybrid is created by crossbreeding the Death Rabbit with a snowshoe hare. It inherits the snow white fur and blood red eyes of the Death Rabbit, as well as the larger size and increased strength. It also inherits the snowshoe hare's large feet, which allow it to move easily through deep snow.
- The Jackalope Caerbannog: This hybrid is created by crossbreeding the Death Rabbit with a jackrabbit. It inherits the jackrabbit's long ears and legs, as well as its speed and agility. It also inherits the Death Rabbit's increased strength and blood red eyes, making it a formidable hunter.
- The Cottontail Caerbannog: This hybrid is created by crossbreeding the Death Rabbit with a cottontail rabbit. It inherits the cottontail's small size and camouflage ability, as well as its speed and agility. It also inherits the Death Rabbit's increased strength and blood red eyes, making it a fierce hunter.
- The Swamp Hare Caerbannog: This hybrid is created by crossbreeding the Death Rabbit with a swamp hare. It inherits the swamp hare's webbed feet and semi-aquatic abilities, as well as the Death Rabbit's increased strength and blood red eyes.
- The Pygmy Caerbannog: This hybrid is created by crossbreeding the Death Rabbit with a pygmy rabbit. It inherits the pygmy rabbit's smaller size and burrowing abilities, as well as the Death Rabbit's increased strength and blood red eyes.

Harvestable Parts

Raw Meat

The meat of a **Caerbannog** is no different than an ordinary rabbits and can be consumed without an adverse effects.

White Rabbit Pelt

The pelt of a **Caerbannog** due to its luster and size is somewhat valuable.

Though not for alchemy like most monster parts. Depending on who you talk to it can net anywhere from 10 to 25 crowns a pelt. The pelt of a Caerbannog is also highly valued for its soft, silky texture and snow white color. It is often used in high-end fashion and clothing, as well as in the creation of luxury goods such as blankets and rugs. The pelt's luster and size also make it a desirable ingredient in crafting, as it can be used to create warm clothing and gear, such as gloves, hats, and boots.

The Caerbannog's pelt is also highly sought after by taxidermists, as it can be used to create realistic and impressive mounts. The pelt's color and texture make it an ideal material for creating lifelike recreations of the Caerbannog, which can be used to decorate homes, taverns, and other establishments.

Teeth

In addition to its pelt, the Caerbannog's teeth and claws can also be harvested and used in crafting this is a common practice in the Far North. The teeth are sharp and durable, making them ideal for use in weapons and tools, while the claws can be used for decoration or as talismans for good luck.

Venom

The Poisonous Caerbannog subspecies produces a potent venom that can be harvested and used in alchemy. The venom can be used to create potions and also oils that can cause paralysis, hallucinations, or even death.

Sinew

The sinew of the Caerbannog can be harvested and used in crafting. It is strong and elastic, making it ideal for use in bows, crossbows and other ranged weapons.

Glands

The glands of the Caerbannog, such as the adrenal gland, can be harvested and used in alchemy. They can be used to create potions that can increase adrenaline, giving a temporary boost to strength and speed.

Image Credits

- *Caerbannog in the wild*, virtual photography by MadMimsy.

Notes

- The beast species known as **Caerbannog** is a pure fanon creation as such there is no official proof of their existence in the Witcher works outside the fanon community.
- **Caerbannog** are based on **the Killer Rabbit of Caerbannog** from Monty Python and the Holy Grail.

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